

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings of claims in the application:

Listing of Claims:

1. (canceled)

2. (currently amended) A message output device, comprising:

a battle control unit (204) which controls a battle between characters belonging to opposing friend and enemy sides in a virtual space based on a predetermined instruction input;

a message storage unit (208) which stores a plurality of main messages matching progress statuses of the battle, and a plurality of sub messages matching winning and losing statuses of the friend and enemy sides;

a main message acquisition unit (209) which acquires a main message specified in accordance with progress of the battle controlled;

a sub message acquisition unit (209) which detects winning and losing statuses of the friend and enemy sides which change in accordance with the progress of the battle controlled at each predetermined timing, and acquires an arbitrary sub message matching the detected winning and losing statuses; and

a message output unit (212) which outputs the acquired main message and sub message based on a predetermined condition[.];

wherein a priority order is set for each main message and each sub message; and said message output unit (212) outputs the acquired main message and sub message in an order based on the priority orders.

3. (original) The message output device according to claim 2,

wherein in a case where the main message and the sub message are acquired at a same time, said message output unit (212) outputs the main message preferentially.

4. (canceled)

5. (currently amended) The message output device according to claim [[4]]2,
wherein:

a life duration time is set at least for each sub message; and

said message output device further comprises a retaining unit that at least temporarily retains the acquired auxiliary message, and

a message deletion unit (211) which deletes, of the retained sub message, any sub message whose life duration time has passed among the sub messages acquired[[.]], from the retaining unit.

6. (currently amended) A message output device comprising:

a battle control unit (204) which controls a battle between characters belonging to opposing friend and enemy sides in a virtual space based on a predetermined instruction input;

a message storage unit (208) which stores a plurality of main messages matching progress statuses of the battle, and a plurality of sub messages matching winning and losing statuses of the friend and enemy sides;

a main message acquisition unit (209) which acquires a main message specified in accordance with progress of the battle controlled;

a sub message acquisition unit (209) which detects winning and losing statuses of the friend and enemy sides which change in accordance with the progress of the battle controlled at each predetermined timing, and acquires an arbitrary sub message matching the detected winning and losing statuses; and

a retaining unit (210) which temporarily retains the acquired main and auxiliary messages;

a message output unit (212) which outputs the acquired main message and sub message based on a predetermined condition; and

wherein a life duration time is set for each main message and each sub message, and a message deletion method utilizing a message storage unit (208), where said message storage unit (208) stores a plurality of main messages matching progress statuses of

a battle, and a plurality of sub messages matching winning and losing statuses of friend and enemy sides, said method comprising:

a battle controlling step (S301) of controlling a battle between characters belonging to opposing friend and enemy sides in a virtual space based on a predetermined instruction input;

a main message acquiring step (S303) of acquiring a main message specified in accordance with progress of the battle controlled;

a sub message acquiring step (S303) of detecting winning and losing statuses of the battle which change in accordance with the progress of the battle controlled at each predetermined timing, and acquiring an arbitrary sub message matching the detected winning and losing statuses; and

a message outputting step (S306) of outputting the acquired main message and sub message based on a predetermined condition.

7. (currently amended) A message control method utilizing a message storage unit (208), where said message storage unit (208) stores a plurality of main messages matching progress statuses of a battle, and a plurality of sub messages matching winning and losing statuses of friend and enemy sides, said method comprising:

a battle controlling step (S301) of controlling a battle between characters belonging to opposing friend and enemy sides in a virtual space based on a predetermined instruction input;

a main message acquiring step (S303) of acquiring a main message specified in accordance with progress of the battle controlled;

a sub message acquiring step (S303) of detecting winning and losing statuses of the battle which change in accordance with the progress of the battle controlled at each predetermined timing, and acquiring an arbitrary sub message matching the detected winning and losing statuses; and

a message outputting step (S306) of outputting the acquired main message and sub message based on a predetermined condition.

wherein a priority order is set for each main message and each sub messages; and said message output step (S306) outputs the acquired main message and sub message in an order based on the priority orders. A program for controlling a computer to function as:

a battle control unit (204) which controls a battle between characters belonging to opposing friend and enemy sides in a virtual space based on a predetermined instruction input;

a message storage unit (208) which stores a plurality of main messages matching progress statuses of the battle, and a plurality of sub messages matching winning and losing statuses of the friend and enemy sides;

a main message acquisition unit (209) which acquires a main message specified in accordance with progress of the battle controlled;

a sub message acquisition unit (209) which detects winning and losing statuses of the friend and enemy sides which change in accordance with the progress of the battle controlled at each predetermined timing, and acquires an arbitrary sub message matching the detected winning and losing statuses; and

a message output unit (212) which outputs the acquired main message and sub message based on a predetermined condition.

8. (currently amended) A computer-readable information recording medium storing a program for controlling a computer to function as:

a battle control unit (204) which controls a battle between characters belonging to opposing friend and enemy sides in a virtual space based on a predetermined instruction input;

a message storage unit (208) which stores a plurality of main messages matching progress statuses of the battle, and a plurality of sub messages matching winning and losing statuses of the friend and enemy sides;

a main message acquisition unit (209) which acquires a main message specified in accordance with progress of the battle controlled;

a sub message acquisition unit (209) which detects winning and losing statuses of the friend and enemy sides which change in accordance with the progress of the battle controlled

at each predetermined timing, and acquires an arbitrary sub message matching the detected winning and losing statuses; and

a message output unit (212) which outputs the acquired main message and sub message based on a predetermined condition,

wherein a priority order is set for each main message and each sub message, and said message output unit (212) outputs the acquired main message and sub message in an order based on the priority orders.